# The LIAUG Lighthouse

The newsletter of the Long Island Atari User Group

December 1988
Volume 4 No 4



## Long Island Atari User Group

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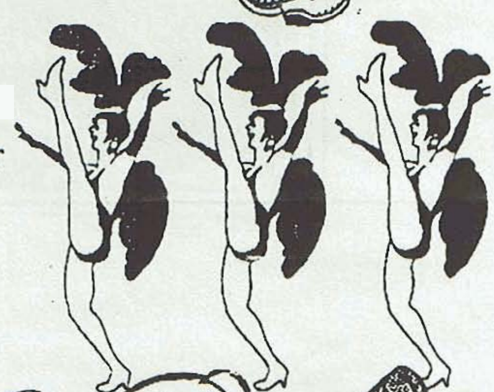
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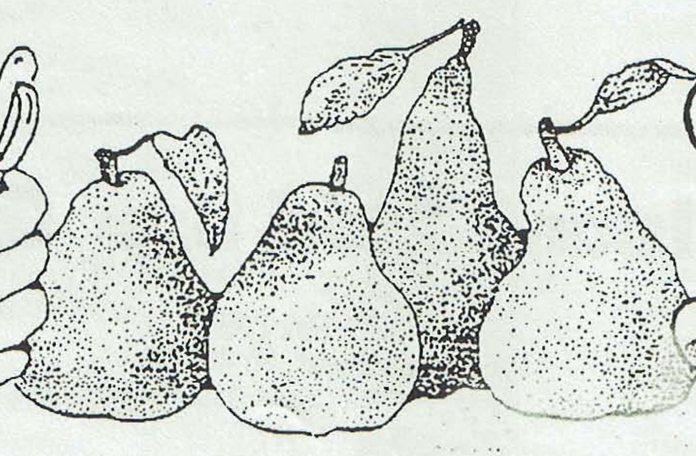


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**Directions to the library:** From the Long Island Expressway: Take exit 58 North (Old Nichols Road). continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 11:00 a.m. in the library 's community room and end at 4:00 p.m.

### Current LIAUG Officers

| | |
|---|---|
| President | John I. Aalto, Jr |
| Secretary/Treasurer | Randy Constan |
| Librarian 8 bit | Jim Harris |
| Librarian 16 bit | Harvey Schoen |
| BBS Sysop | Patrick J. Mulvey |
| Librarian Video | Neil Trenk |
| Int'l correspondent | Horst DeWitz |

## Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $15 per year plus $5 for the mailing of the newsletter.

The newsletter is currently being produced on a 520ST with 1mbyte memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher.

If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

## Our address is:


LIAUG

P.O. Box 835

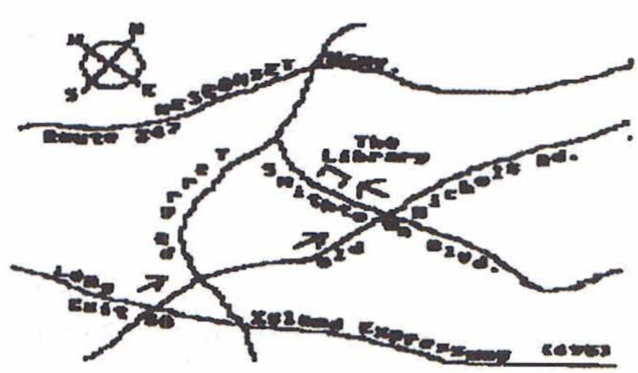
Lindenhurst, NY 11757

Our BBS number is:

(516) 221-8462

If no answer call:

(516) 221-2964 and leave a message.

## Minutes of the 10/8/88 LIAUG Meeting

By John I. Aalto, Jr.

The meeting was opened by President Pat Mulvey. He announced that Oasis is up and Nassau is out. The LIAUG BBS is presently running on Oasis, Jr. and the MIO is in. Interestingly, this 265K MIO is the last one that was available from ICD. ICD will be waiting till chip prices drop again before resuming production. So LIAUG BBS is running on a bit of history! Well, we tried. Pat and Harvey Schoen have gone the distance on starting a new chapter in Nassau. There will be no future Nassau chapter meetings unless lightening strikes and the waters part.

While elections are next month, some positions are forgone conclusions.

Thanks to Harvey Schoen for volunteering to become editor for our newsletter, the LIAUG LIGHTHOUSE and another thanks to Jim Harris, an enthusiastic new officer, as our 8-bit Librarian. Details were worked out on a new public relation push with local papers. And hope springs eternal that yours truly will get a poster out for the local stores, including Focus II music stores.

## ST Xformer 2.2 Bulletin for November– October 29, 1988

by Darek Mihocka

I know it's not the first of the month yet, but next week (Nov. 6) I'll be at the First Canadian Atari Users Convention in Toronto getting as many new registered Xformer users as possible. Anyone within driving distance of Toronto (3 hours east of Detroit, or 90 minutes north of Buffalo) is welcomed to attend. I'll be demoing the latest Xformer 2.2, with the 8 bit drive interface, and if time permits, I'll be giving a sneak preview of the Xformer 2.5 130XE emulator now in the works.

10am - 6pm. The address is: Airport Hilton, 5875 Airport Rd., Toronto.

Speaking of the 130XE emulator, it will be, as I said before, strictly an 8 bit Atari emulator. Apple and C64 support has now been dropped due to lack of support from either company, and the extra space freed up will allow for the 130XE emulation. Also, ST Xformer Jr. will become a thing of the past, as this new version will run (I should say, _should_ run) on a 520ST when completed. It will still be GEM based, and on a 520ST it will only emulate a 65XE, due to the limited memory. Since final exams are coming up for me in December, I don't anticipate this one being finished until February. When it is, I'll be posting another bulletin. Registered users will be able to upgrade for about $5, while for the rest of you, it will still be the regular $20 shareware. It will of course, still support the drive cable and virtual disk drives.

A few people have started calling about the Xformer BBS. Due to difficulties in getting straight answers from anyone at QMI about some problems I am having with the ST Talk Autopilot language, it seems that I will not be running the Xformer BBS, since I can't finish writing it. However, about a month ago, several sysops of various BBSs did contact me about setting up Xformer sections on their BBSs, and unfortunately at the time, I declined their requests. So far I do have one BBS planning to convert, and if the other sysops would contact me again, we can arrange something. I would like to have 4 BBSs, one in Canada, and 3 in the States (west coast, east coast, and south) which would provide Xformer-ready .SD and .DD files, as well as Xformer support. Hopefully I'll have some numbers by next month.

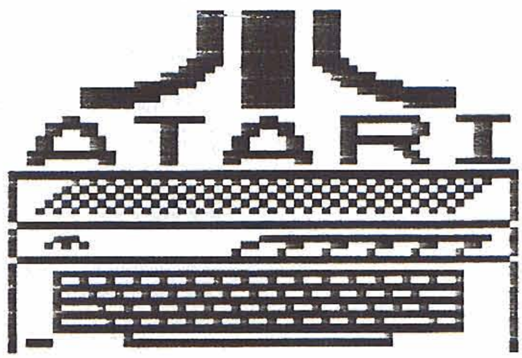
Anyone who sent money for the drive interface cables may experience some delays. All orders received by the middle of October have been processed and the cables are on their way, and may have already arrived. Due to ill health earlier this month, and other delays, I was not able to start shipping them until 2 weeks ago.

As I mentioned, next weekend I'll be in Toronto, with all my remaining cables and Xformer registered user kits. If I run out, new disks and manuals are no problem to make, but the cables are. Assuming UPS takes their usual 2 or 3 weeks to deliver my next shipment of parts, I won't have any new cables available until mid-November, so anyone who orders one after Nov. 6 (i.e. I receive your order after that date) will experience a small delay.

Unfortunately, the cables are outselling the Xformer registrations by a large margin. I hope that this does not imply that ST users are just too cheap to pay for shareware. Rather, I'll assume that the sudden increase is due to the usefulness of the cable. If you buy a cable, please register too! Support other

shareware as well. How many of you have paid for ARC Shell or DC Formatter or other shareware? I have!

I have been asked whether or not the cables allow PC Ditto to use the 8 bit drives. The answer, as far as I know, is NO. All 8 bit drives, like the 810, 1050, Indus GT, Rana, Trak, etc. are single sided, and some of them are not even double density. Therefore you can't read a 360K IBM disk on a disk drive that only supports 90K or 180K of storage. The XF551, which I have, is double sided double density, but thanks the extremely useful XF551 manual, which will try to convince you that the XF551 is just a single sided 1050, I have not been able to find out whether or not the XF551 can read IBM disks. I have been trying to get an answer from Atari for weeks, and all I've been told so far is that they're looking into it. Arghhh!



I have been benchmarking my new 130XE against the emulator, and can finally give a more exact figure of the emulator's speed. On the average, in Atari BASIC, text mode, the 6502 emulation runs at 41% the speed of a real 8 bit. This is for straight number crunching. Due to other factors, such as graphics mode and type of graphics being displayed, the _apparent_ speed will vary from between 30% and 40%, on average. Some programs are slower, and some are actually full speed.

If time permits during the development of Xformer 2.5, I will implement one of the speed enhancements I am planning for Xformer III, which will raise the speed of the emulator to 48% (or so the calculations show!).

The next issue of ST LOG will have an article explaining the inner workings of ST Xformer II, updating the information they published about a year ago. I will post the source code to Xformer 2.1 this weekend, so anyone who is into self-inflicted pain, and has Megamax C or Laser C might be interested in it. I for now have dropped support for Apple and C64 emulation, but the source code contains all the code one would need to improve it. I would like to see someone take over the task of the Apple and C64 emulators.

Look for the code on Compuserve, in ATARIPRO, in DL 16. On Genie, the ST Roundtable, file #8547. On Delphi, in the ST LOG Recent Arrivals library.

The latest issue of Computer Shopper also talks about the emulator, but be aware that the piece was written before the drive cable was available.

That's all until next month's bulletin. Hope to see you all in Toronto.

- Darek Mihocka

310-D Bluevale St. N.,
Waterloo, Ontario,
CANADA N2J 4G3
(519)-747-0386 evenings

ST Xformer II registration is $20 (US or Canadian). The 8 bit drive cable is $25 US or $30 Canadian, plus $3 for postage, $5 less if you register. Money orders only, please.

## Food Fight By Patrick Mulvey

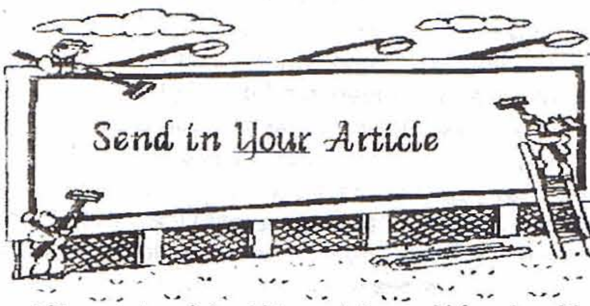
Its OK to admit it. We're game addicts. I do on occasion play the arcade games when its too far to travel to get home to the system or if the game is something that the **Atari** won't run. Food Fight was one of those arcade games. Until recently, it was not one of the titles Atari released into the 8 bit market. So the question arises: "Is it as good as the arcade version?". (Yes, I know everybody asks this in reviews, but I needed the segue.) This was my first XE Game cartridge to try on my 8 bit and I was going to find out. If you're not aware, Food Fight is a game of the Robotron 2084 variety. You are Charley at a carnival and involved in a Food Fight contest. You will be throwing food at disgruntled chefs who are trying to get you by grabbing you or throwing food back at you. You are trying to get to the other side of the play-area and eat a giant ice-cream cone. The food consists of Bananas, Spinach, Tomatoes, and Watermelons If you hit a chef with some food he

flies off the screen. You can also lead a chef down a manhole. (You can fall into one too.) If the chefs get you then the round ends and you lose a life. Action is fast and play feels like the arcade version. One feature that really sets this game apart is the




instant replay feature. If you do well, the round is replayed at a speeded up pace. The first time this happened I almost doubled over laughing. It not only gives you a break from the game, but is somewhat instructional and fun to watch. Graphics are good for an 8 bit and fall slightly short of what I remember in the arcade version. I found the images of the chefs and Charley familiar and comfortable. (A game lacking in this area is something that will drive some game addicts crazy.)

I wanted to give this cartridge a good workout and see if it had any limits. In the beginner mode the chefs don't throw food so this made continual play easier. After level 125 (Yes, One Hundred and Twenty five.) the level number repeats. After FOUR HOURS of non-stop action I passed 40,000,000 points. I still don't really know what the upper limit is. If anyone finds out please drop me a line. All in all it was like seeing an old friend, and in spite of the fact that this cartridge won't run on my old trusty 800 (beyond the title screen) it works fine with the 130. I give this game top ratings in all respects.




Copyright Law

Jordan J. Breslow 1225 Alpine Road, Suite 200 Walnut Creek, CA 94596 +1 415 932 4828

(continued from October 1988 issue)

1.2. The meaning of copyright

Now, what is copyright? As it is commonly understood, it is the right to make copies of something -- or to put it the other way around, it is the right to prohibit other people from making copies. This is known as an exclusive right -- the exclusive right to reproduce, in the biological language of the Copyright Act -- and what most people don't know is that copyright involves not one, not two, but five exclusive rights. These are: (1) the exclusive right to make copies

(2) the exclusive right to distribute copies to the public

(3) the exclusive right to prepare derivative works (I'll explain, just keep reading)

(4) the exclusive right to perform the work in public (this mainly applies to plays, dances and the like, but it could apply to software)

(5) the exclusive right to display the work in public (such as showing a film).

1.3. The meaning of public domain

Before we go any further, what is public domain? I saw some discussion on the net about public domain software being copyrighted. Nonsense. The phrase public domain, when used correctly, means the absence of copyright protection. It means you can copy public domain software to your heart's content. It means that the author has none of the exclusive rights listed above. If someone uses the phrase public domain to refer to freeware (software which is copyrighted but is distributed without advance payment but with a request for a donation), he or she is using the term incorrectly. Public domain means no copyright -- no exclusive rights.

1.4. A hypothetical software purchase

Let's look at those exclusive rights from the viewpoint of someone who has legitimately purchased a single copy of a copyrighted computer program. For the moment, we'll have to ignore the fact that the program is supposedly licensed, because the license changes things. I'll explain that

later. For now, assume you went to Fred's Diner and Software Mart and bought a dozen eggs, cat food and a word processing program. And for now, assume the program is copyrighted.

1.5. Can you use copyrighted software?



What can you do with this copyrighted software? Let's start with the obvious: can you use it on your powerful Timex PC? Is this a joke? No. Prior to 1980, my answer might have been No, you can't use it!

People actually pay me for advice like that! Well think: you take the floppy disk out of the zip lock baggy, insert it in drive A and load the program into RAM. What have you just done? You've made a copy in RAM — in legalese, you've reproduced the work, in violation of the copyright owner's exclusive right to reproduce. (I had better clarify something here: the copyright owner is the person or company whose name appears in the copyright notice on the box, or the disk or the first screen or wherever. It may be the person who wrote the program, or it may be his boss, or it may be a publishing company that bought the rights to the program. But in any case, it's not you. When you buy a copy of the program, you do not become the copyright owner. You just own one copy.)

Anyway, loading the program into RAM means making a copy. The Software Act of 1980 addressed this absurdity by allowing you to make a copy if the copy "is created as an essential step in the utilization of the computer program in conjunction with a machine and ... is used in no other manner ...." By the way, somebody tell me what a machine means. If you connect 5 PC's on a network is that a machine or several machines? A related question is whether or not running software on a network constitutes a performance. The copyright owner has the exclusive right to do that, remember?

1.6. Can you make a backup copy?

OK, so you bought this copyrighted program and you loaded it into RAM or onto a hard disk without the FBI knocking on your door. Now can you make a backup copy? YES. The Software Act also provided that you can make a backup copy, provided that it "is for archival purposes only ...." What you cannot do, however, is give the archive copy to your friend so that you and your pal both got the program for the price of one. That violates the copyright owner's exclusive right to distribute copies to the public. Get it? You can, on the other hand, give both your original and backup to your friend -- or sell it to him, or lend it to him, as long as you don't retain a copy of the program you are selling. Although the copyright owner has the exclusive right to distribute (sell) copies of the program, that right only applies to the first sale of any particular copy. By analogy, if you buya copyrighted book, you are free to sell your book to a friend. The copyright owner does not have the right to control resales.

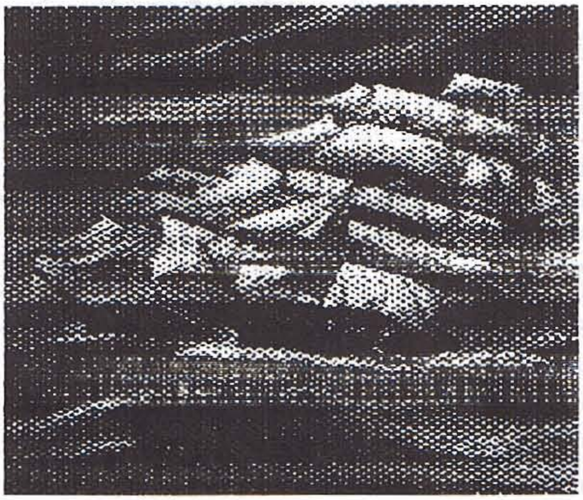
To be continued......

## Sinbad and the Throne of the Falcon

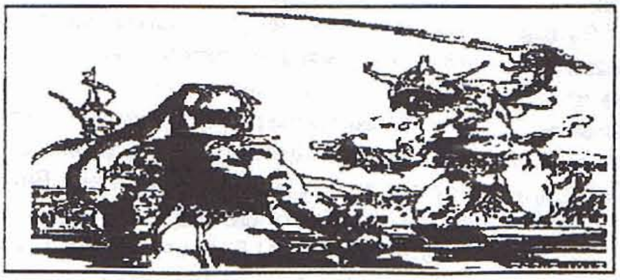
Loaned by I.B. Computers Reviewed by Nabil Pike(PAC)

Hey, all you fans of our hero, waited for another Sinbad movie to come out in vain? Unsatisfied with reruns of Sinbad and the Eye of the Tiger? Well, Cinemaware's newest release is the answer. You guessed(from the title no less) this is actually an interactive Sinbad movie for your computer! In this latest in the Sinbad series you control, guess who, Sinbad the Sailor. Yes, that's right awe your friends and wow the girls as the muscular and extremely handsome Sinbad! But all to naught for your heart belongs to Princess Sylphani, and it's because of her you're in this mess. Here's a brief overview of the situation. The caliph(the Princess' father) realized that he was getting along in years and so he had decided to declare one of his many sons as heir to his throne. But then disaster strikes, in the morning afterward the caliph has not left his quarters. Time passes and finally later that day someone is sent to check on him. But to their surprise instead of the caliph they find a regal falcon in his stead! THE CALIPH HAD BEEN TRANSFORMED INTO A FALCON! Having been taken in as an orphan and raised by the caliph and his family, you left to take up the life and adventures of a sailor but promised you

would return if ever you were needed. The time has never been more desperate, the Black Prince(a less liked son of the caliph) is making a bid for the throne and his troops even now close in on the palace. What does his attack mean to you? More work! While traveling in search of the knowledge required to transform the caliph back to his original self, you must also use your magical gem to maneuver the Caliph's armies against the attacking forces. As you set sail in your ship, with the princess at your side, you must journey



to the far corners of the map in order to seek the only people who will give you the knowledge you require to save the kingdom. Find your childhood friends the Gypsy and the Shaman, they will give you much of the knowledge you need. You must also find the Seductress, actually the former wife of the Caliph, but be wary for she seeks to use you as a tool to bring her own son Jamoul the Butcher into place on the throne. Along with all this you must steal the eyes of the three sisters, maneuver your ship through treacherous reefs, and fight the giant cyclops armed only with a crude sling. But fear not, if you can find the magical genie bottle you may find much assistance in your quest. So strap on your swordbelt and prepare to face danger and other misc. evil. Great rewards await the one who completes such a quest.



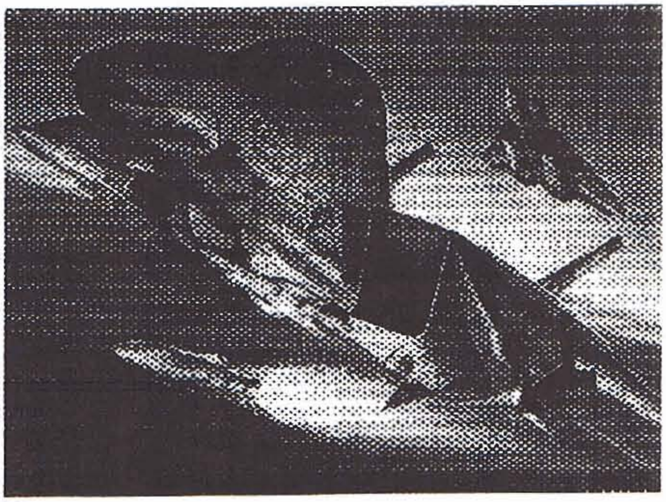
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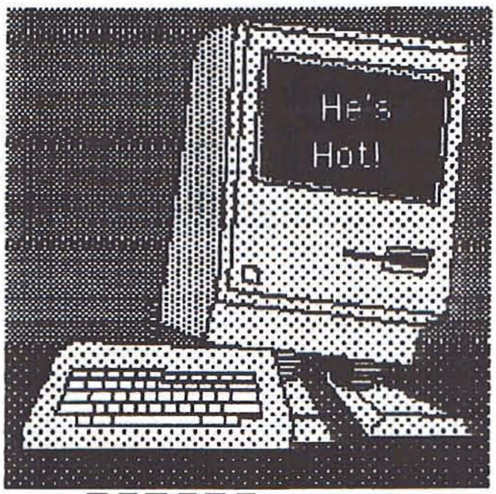
SkyChase is available for $27.00 from...

Joppa Computer Products PO Box 226 Joppa, MD 21085 (301) 679-5517 (Order Inquiries) (800) 541-5197

## JUST SAY ...YES!

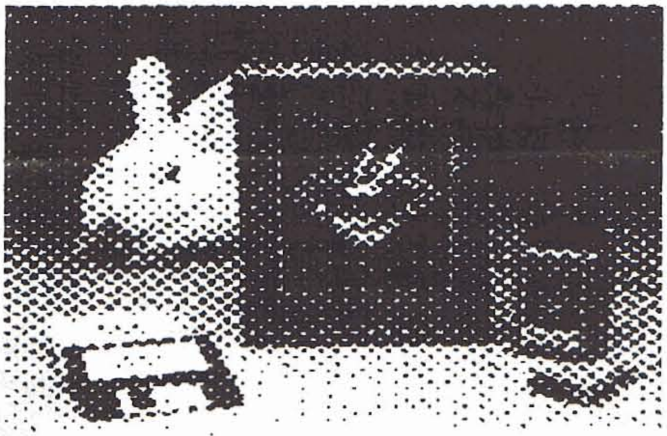
by Randy Constan

I just had to tell this story. It highlights a familiar thought process so well and so comically, that it just had to be shared. So, if while telling this tale I should inadvertently regress and exaggerate a point or two, I sincerely hope no one is offended. My only intent is to bring a small chuckle to those involved, and perhaps some who weren't even there. Ok... enough with the apologies! It happened at the November 12th LIAUG meeting. Harvey Schoen was presenting a demonstration of some interesting animation software for the ST, from a recent issue of START magazine. Although the demo was impressive in an isolated sense, most of us have become pretty spoiled by the continuous barrage of top notch animation demos at large in the ATARI world. As such, the demo raised a few eyebrows, but hardly completed the eye opening process, of all those who stayed up too late the night before. About this time, Bill Salina arrived and sat down beside me. Then, after whispering a few hellos, handed me a sheet of paper that signified the beginning of the end of any remaining closed eyes! Bill had decided, for one reason or another, to sell off some computer equipment. Apparently he needed cash to invest in some interesting business opportunities, and was thinking of upgrading to a mega ST sometime in the future. At any rate, the list contained some interesting items, some of which are still available. These included an Epson compatible printer for $50, a combination Color ST monitor and disk drive for $200, Magic Sac w/ROMs for $75, plus a wide selection of software and books! All incredible buys! However, ONE item is definitely no longer available. It is indeed the central reason for this story, and one whose depth of humanity I hope to convey with my words. It was item number one on Bill's list: An ATARI 520 ST, FM model, with sockets for the 1 meg upgrade and built in RF modulator and disk drive... $180!!! But wait... another bomb was yet to be laid in my ears, as Bill confessed: "I'll let it go for $100 if someone in the club really wants it". I turned to Bill immediately, and without a single moment of rational thought replied: "YES... I'LL TAKE IT". Now this illustrates ONE way of thinking. A way in fact that has probably gotten me into more trouble in this life, than my poor parents would care to reflect on. It goes something like this: "Always say 'Yes'... you can always change your mind and say 'No' later. If you start by saying 'No', you'll lose the opportunity to say anything!" Now again, this philosophy can lead ?to all kinds of reckless endangerment, and I don't recommend it be applied loosely to major decisions of life! In fact, the current trend when faced with 'temptation' is to "JUST SAY NO!!", and this ethic is deeply ingrained in most of us, and for good reasons. But as I said, I DON'T always think this way, and alas old habits die slowly. I really had no current need for the machine! I already have a 520 with 1 meg and RF. I already have 2 single sided drives that I wish I could trade for one double. But the deal was just too good to pass up, even for spare parts! Thinking it over though, it occurred to me that both our club president Pat, and our former (and soon to be!) president John Aalto, might possibly want the machine, being exclusively 8 bit users up to now. I politely asked Bill if he would mind my passing his $100 offer along to them, as I was having second thoughts, and he agreed. Now the interesting part began, as both John and Pat simultaneously became aware of the offer. Now remember MY philosophy of saying 'YES' first, and you'll begin to understand my astonishment! Both these gentlemen knew perfectly well, three important facts: a) They wanted the machine b) a better price would _NEVER_ come along! and c) the $100 was perfectly affordable. Bill even extended the the courtesy of not requiring an up front cash payment! Yet, both of these men continued to think out loud for several minutes, weighing the pluses and minuses of ST ownership vs. the $100 expense. Finally, in amazement, I added the following catalyst: "Guys!" I said, "I'm definitely going to take it if you don't! Come-



BANANA 6000

on!!... Bill says you don't even have to pay him right now!" But the mental deliberation went on, as both men wrestled with the severe mental discipline we've all been conditioned with: to 'be sensible', 'be rational', 'resist temptation', "just SAY NO!". I was beside myself! It was just a matter of time, and as it turned out, Pat was first to cut through all mental defenses, "YES... I'll take it!!!", He cried! It was over: The affirmation had been made! Now John's thinking was of course in the same direction, but the realization came too late! Pat had already accepted the offer, and all at once John realized that the hesitation he had experienced did not make sense: It _was_ the best buy that could ever come along! And now, John was literally in a daze! Yes, we made some joking references to the old classic "It's a mad, mad, mad, mad world", and suggested that whoever returned first with the $100 would be the official 'winner'. Of course any such 'throat cutting' would never be seriously considered, but it made for a good laugh. For the rest of the day though, you could ask poor John any question ranging from how he liked his coffee to what he was doing for thanksgiving. The words went unheard, and the quiet reply was the same: "I guess it _really_ does'nt matter about the ST, right ...I mean, It doesn't ...matter ... it...really doesn't ... I guess...". And hours later, sitting in a nearby pizza shop, we sat with John while he sipped his coffee, stared intently at the still life painting of fruits and vegetables on the wall, and continued to mutter... 'Ahhh, it doesn't really matter..." Well all things considered, it really doesn't matter. We're all friends and only one of us could have the machine anyway. As John said, the pain is lessened because it _was_ Pat, rather than a stranger who got the deal. Perhaps in his heart of hearts, John was in fact subconsciously 'stepping aside' to give Pat the first opportunity. Yet still, even if that is the case, there is a lesson here! In a world where we are so conditioned to be 'cautious', 'sensible', and 'restrained', it is quite easy to err on the side of overcaution. Thus, we miss opportunities... good opportunities, quite within our reach, only to avoid the stress of decision making, and the possibility of facing wrong judgement. We all do it. Every generation has its current 'guru', who sells his "new" philosophy on how to avoid this trap. But even the 'gurus' fall victim. I'm going to buy a hard disk someday, I know they're not getting any cheaper, and I've got the bucks now. So what's stopping me? Yep... the cold 'rationality' of all the "better" things I could spend the money on... IF I were going to spend it at all. It's almost negative logic in light of the previous affirmation. Yet, one thing I know: There's a time to "JUST SAY YES!!". And If someone comes into the next meeting and announces an ST hard disk, brand new, for say $200, I can guarantee I'll jump up and scream "YES"!!! with no hesitation ...and this time, there will be _NO_ SECOND THOUGHTS!!!



## MAGIC SAC TIPS by: Douglas Hodson

Columns extracted from the MVACE NEWS Official newsletter of the Miami Valley Atari Computer Enthusiasts P.O. Pox 24221 Huber Heights, OH 45424

Edited by Bruce B. Hansford MVACE NEWS Editor



MAGIC SAC TIPS #2 - The Atari to Macintosh Jump -

The last time we met, we discussed how to get the Magic Sac up and running. In the simplest case all we had to do was copy Disk #1 (contains Finder 4.1 and System 2.0) out of the Magic Sac Library, and boot the Atari with the Magic Sac software (included with the Magic Sac package) and insert Disk #1 (the Mac boot disk) when prompted.

This got us to the Mac desktop, our Atari ST is now an Apple

Macintosh. Say it 3 times slowly, "our Atari ST is now an Apple Macintosh". Your Atari is still an Atari up till the point where the Magic Sac software said "Ok, take out the Atari ST startup disk.

Please insert the startup (boot) disk". When you were prompted with this you took out your Magic Sac software disk and inserted Disk #1, then hit return. After a second or two the Macintosh desktop

appeared. Just what happened when you inserted Disk #1 and hit return? What happened was, the Mac booted. What do you mean? I mean when you hit return it was exactly like turning on the power to a real Macintosh.

So what does all that software I loaded before I entered the Mac mode do? Well, hmm, well it, hmm, I don't know? Well I know a little (I hear Dave laughing). Basically it ties that little box and the Atari ST together to form an Apple Macintosh. A little more detail please! The Magic Sac software kicks out the Atari operating system (bye bye GEM) and replaces it with the Macintosh operating system. Part of that Macintosh operating system is contained in ROM (remember those chips you inserted.

Notice, I said PART of the Macintosh operating system is contained in ROM, NOT ALL. Where's the rest of the Mac operating system? It's on disk. What disk? The Mac boot disk. Remember Disk #1. It contained Finder 4.1 and System 2.0. Finder 4.1 and System 2.0 is the rest of the Mac operating system. What is Finder 4.1 and System 2.0? They are just two files on that disk (#1) with filenames "Finder" and "System" located in a folder called "System Folder" (4.1 and 2.0 are version numbers).

This disk is VERY IMPORTANT! If you try to boot the Mac (i.e. hit return at that prompt mentioned earlier) without it, the normal disk icon that is displayed is crossed out, indicating bad disk. You must eject the disk and insert a disk that contains a System Folder with a Finder/System combination.

Finder/System combination? Are you telling me there are different combinations? In short, YES. There are several. There is Finder versions 1.0, 1.1g, 4.1, 5.0, 5.1, 5.2, 5.3, 5.4, 5.5, 6.0 and System versions 1.1, 2.0, 3.2, 4.0, 4.1 and more that I don't know about (and don't care to know about). Why are there so many versions? Apple upgrades. Apple decided when they released the Mac to the general public that the Mac operating system would not remain the same (improvements, bugs). There is nothing new about this, the Atari ST operating system was first released on disk to let users locate bugs in it (how nice). Then later put onto a ROM and installed into the machine (I've heard the ROM has been updated several times since introduction).

As you can see, the Finder file has been updated several more times than the System file. You have to be careful, you cannot go blindly picking out certain Finder versions and putting it together with certain System versions (no-no). Only certain combinations work. Disk #1, #2 and #3 contain the best combinations (See last months TIPS column for more information).

Now we should have a good feel for when the ST becomes a Mac and understand that the chips we all inserted into that little box are just ROM chips which contains PART of the Macintosh operating system. The rest of the operating system is contained in the Finder and System files which are loaded when the Mac boots. Here's where a trouble spot occurs. You would think that after the Finder and System files are loaded you're finished, take out the disk put in another disk that contains programs but no Finder/System files and run the programs, right? WRONG! Well you could do it, but you will be swapping disks back in forth all day long just to get a simple program running. Why? Lets step back a second, WHEN THE MAC BOOTS, ONLY PIECES OF THE FINDER AND SYSTEM ARE LOADED! In other words, the Mac operating system only loads the pieces of Finder and System files that it needs! So if later when running a program it needs another piece, you guessed it, it asks you to reinsert the disk that contains the Finder/System combination. What happens is you end up swapping disks back in forth forever (not really, it just seems like it).

There are a couple ways around this problem. The first is to just put Finder and System on every disk that contains the programs you want to run. Simple enough but, Finder and System take up a lot of room on a disk, and if you decide to run a different Finder/System combination you have to modify each and every disk. This is not a good solution. Second, if you have two disk drives (hard disk stuff later) just keep your Mac boot disk in drive A: and run all your programs from drive B: (don't worry the Mac will find the Finder/System files). But this means you waste one drive just to keep the entire Mac operating system available to the computer. Its not a great solution but I must admit I use it sometimes. The third and certainly the best is to simply create a ramdisk and copy all Finder/System files to it. There are no drawbacks to this method (except using up memory), if fact you have the ramdisk speed advantage.

How do I set up a ramdisk? First of all, what is a ramdisk? My spelling checker says it's not even a word! Here's my definition:

Ramdisk \'ram-disc\ noun - a computer program designed to configure the RAM space in a manner such that a portion is used for the storage of files. The computer program must also configure the computer so that the storage and retrieval of these files (in RAM) appear no differently than working with a standard disk drive (or hard disk). Give me a call Webster!

What this means is, if you set up a ramdisk on the Mac then copy the Finder and System files to it,, the Mac will have access to the entire Mac operating system all the time! The problem of swapping disks back in forth disappears! How do you do that?

1) Copy disk #8 out of library (contains RamStart 1.3 program) 2) Copy disk #1 (or #2,#3) out of library (contains Finder / System) 3) Get the Mac up and running (discussed in TIPS #1 column and here) 4) Copy RamStart 1.3 program from disk #8 to the System Folder on disk #1 (or #2,#3) 5) Run the RamStart 1.3 program on Disk #1 6) You now have a fully functional ramdisk with Finder/System files copied into it! (and more space for other programs)

Oops, you had a problem? You could have a problem if RamStart configured a ramdisk too small to copy the Finder and System files to it. Simply change the size when RamStart is running. RamStart copies all the files in the System Folder to the ramdisk. You can put other programs in that folder and let it do the copying.

Well there you have it, an understanding of where the Mac operating system resides and how to get around the problem of part of an operating system on floppy. Next month we will build from here.

Call the MVACE BBS systems:

ACE INFO SVC - (513) 233-9500 SYSOP - Gayle 'Smitty' Smith BLACKBIRD ST - (513) 236-8636 - FNET 281 SYSOP - Ken Lare

300/1200/2400 bps - 24 hours/day

HAPPY HOLIDAYS

## AccPAINT by HyperTek

ST software review by Byron Johnson (GLASS)

**AccPAINT** is supplied as a desktop accessory and as a program. It is a drawing program with text capabilitys. It can be used while inside of Publishing Partner (or any GEM program) to easily create graphics additions, save them as a Degas file and then import them into Publishing Partner. AccPaint allows up to seven windows to be opened at one time, so then some of the windows could be used as librarys for symbols or previously created clip-art or even fancy titles. Press the [spacebar] and the TOOLBOX appears. This allows access to the following drawing options:

1. LINE TOOL - to draw lines anywhere on the screen.

2. TEXT CURSOR - to place text anywhere on the screen.

3. RECTANGLE TOOL - to draw any size rectangle with squared or rounded corners. Just touch the cursor where you wish the upper left hand corner to start, then drag the cursor to where the lower right hand corner should be.

4. COMPASS - to draw circles and ellipses.

5. AIRBRUSH - sprays dots like spraying with a can of paint.

6. FREEHAND - to draw any shape freehand with different sizes of line widths and colors.

7. BLOCK TOOL -

8. PAINT TOOL - adds color fills and fill patterns to objects.

There are many commands to allow this program to be very useable. The UNDO key will back you out of most mistakes and allow you to experiment without messing up what you're working on. It's still a good idea to save your drawing frequently. You never know when the gremlins are around or a power failure is about to happen. The ZOOM feature allows working at the pixel level easily for adding that professional look to your drawings. Its also variable from lifesize to 4, 8, 12 or 16 times lifesize. You can create any size or type of brush to aid you in controlling your line size and type. There are four types of drawing modes, there are: REPLACE -draws over existing lines. TRANSPARENT - draws an object over an existing one but still allows viewing the

existing object. XOR -draws an object and reverses whats underneath it. INVERSE - draws an object in reverse video. The TEXT command allows up to xx characters to be placed anywhere on the screen in six different styles: thick, light, italic, underline, outline and shadow. Different sizes of text are available and text may be rotated (vertical) or reversed. I'm not sure how useful this is, buts nice to have that capability. The most useful feature about this program is its being so available anytime you need a title or some artwork. Degas Elite is certainly more powerful but its takes up too much room in memory and requires you to exit from a large program like Publishing Partner. The only thing wrong with AccPaint is the small manual, lacking in detail on how to use each command effectively. With some use, this program could become a regular, if you're into publishing type programs.



## LIAUG 1989 Meeting Dates

| | |
|---|---|
| Jan 7 | July 1 |
| Feb 4 | Aug 5 |
| Mar 4 | Sept 9 |
| Apr 1 | Oct 7 |
| May 6 | Nov 4 |
| June 3 | Dec 2 |

# NEWS In The ST Library

### Disk #31 Nov 1988

**Astrocal.arc** - A program to generate calendars showing times of Lunar eclipses, sunrise and sunsets, moonrise and sets. Also many reports of Astronomical data. Runs in Med and High resolutions.

**Cat3.arc** - Keep a directory of your disks. Displays to screen, printer or disk. Use in Med or High resolution.

**Cformat.arc** - Disk formatter written in GFA Basic. Specify sectors, tracks and number of directory sectors. Use in all resolutions

**Clipbord.arc** - Lets you copy or cut rectangular image blocks from anywhere to anywhere - within a single screen, between different screens or even between different programs. Written in ST Control, this runs in all resolutions.

**Kidpub21.arc** - Prototype of a desktop publishing program developed at Creative Discovery School in Champaign, IL. Designed for children from 4 to 12 - allows a drawing in the upper half of the page and text in the lower half. Works in low resolution only.

**Treasure.arc** - Maneuver your character through dungeons collecting treasures while avoiding the pirates. Low resolution only.

## AIR WARRIOR:

An Introduction by Timothy Northrup

Okay, so you've flown from Key West to Orlando in record time using Flight Simulator, and you can shoot down those computer driven drones in an F15, but are you ready to take on one or more human opponents? This is the object of the multiplayer game Air Warrior by Kesmai Corp., offered on the GEnie data network. It is a full blown, graphics oriented, multi-player air combat simulator. It offers an array of World War II era fighter and bomber aircraft, along with a smattering of World War I vintage planes to test your skills.



### GETTING STARTED

To begin, you need the Air Warrior software. This can be obtained by downloading it from the GEnie network, or by getting a copy from another player (copying of the software is permitted by Kesmai). This software handles the user interface function of the simulation. Versions are available for the Amiga and Macintosh computers, as well as the Atari ST. If you don't already have an account on GEnie, instructions for getting one are provided on the opening screen of the Air Warrior program.

Once you have the software, you are ready to practice. You should practice a lot! There are a couple of reasons for this. First is cost; GEnie charges only $5 an hour during non-prime time (cheap compared to other similar services), but that can add up as you flounder around trying to figure out the keyboard and mouse commands. Secondly, if you are not familiar with the interface when you go into combat, you will be easy pickings for the seasoned veterans (of which there are many). You should practice takeoffs and landings, as well as just flying about. Also read any documentation you can find. Manuals and maps are available for downloading as well. You should be as well prepared as possible before going online.

### ABOUT AIR WARRIOR

Air Warrior is set in a land with 3 countries (labeled A, B and C), which are manned with World War II era planes, and a few jeeps. When you first enter this world, you must ally yourself with one country. Defection is allowed, but usually people become attached to the acquaintances they make in one country and stick with it.

All new pilots are issued a pilot number (5118 is my number, for example). Since numbers are not all that easy to remember, you can assign your number to a handle which can be used in radio and conference room communications. When talking in a conference room for example, everything you "say" is preceded by your handle.

The land is represented by an 8 by 8 grid of sectors, each sector being roughly 12.5 miles square and belonging to one of the 3 countries. There are 3 airports, and several cities for each country, and there are roads connecting the cities for a country (these are useful on bombing runs; just follow the roads to the target city). There are also mountain ranges, which take away direct routes to many of the targets.

The game runs on a point system. Points are awarded for hits on enemy craft, shooting down enemies and blowing up enemy runways and buildings. The number of points you get is also affected by how your mission ends. If you get shot down, you get fewer points than if you make it back to the airfield and successfully land your plane.

### FLYING

When you fly a fighter plane, you are on your own (though you may communicate with others on the radio). But when you take a bomber (or a jeep), you have a certain number of gunner positions which another user can utilize. One of the better online practice positions is as a gunner on a bombing run. This lets you get used to seeing enemy (and friendly) planes on the display, and firing the guns without worrying about controlling the flight of the plane. If other gunner seats are empty, then you are allowed to jump from position to position like in a real plane.

While flying, keyboard commands allow you to look around. The views are sometimes blocked by pieces of the aircraft, just like the real thing. If another plane (friend or foe) is within 5000 yards of you, an icon will identify it at the bottom of the screen, and on a range finder in the lower right hand window. This is used to tell when you are in firing range (about 1000 yards is close enough to hit). If you cannot see any enemy planes in the area, you can use a form of radar to locate them. The radar has 3 different scales; from 1 sector up to 4 sectors can be viewed. On the radar view, bombers can usually be distinguished from fighters by their relative size. Watch out when attacking a bomber though; remember that they can carry gunners, and 4 gunners against 1 fighter is a mismatch.

DRIVING A JEEP

An alternative to flying a plane is to drive a jeep around one of your country's runways. Each jeep is equipped with a single gun, which can be manned by another player while one drives. If you go alone in a jeep, you can jump into the gunner seat from the drivers seat, but the jeep must be stopped first (obviously). Since a jeep can only get up to about 60 mph it really isn't of much value on long runs since it would take so long to get to enemy territory and back, but if your runway is being demolished by an enemy bomber attack they can be a lot of fun. They are also a little harder for the enemy fighters to hit because of their size.

One thing to watch for in a jeep though is high speed turns. With digital sound enabled you can hear the tires start to squeal when you turn too fast, and a sustained turn will roll the jeep over. Those old jeeps were not the most stable things at 50 mph.

SQUADRONS

One of the neat things about Air Warrior is that you can communicate and plan your attacks with other pilots from your country. The software provides for the formation of squadrons so that people that like to fly together can have their scores combined into a team score. This adds more realism, and enhances the team spirit of the game. Even if you don't belong to a squadron, you can still join them on bombing runs and formation attacks on enemy cities. Members of a squadron usually alter their handle to include an insignia. For example, my handle is "Duke **99th Sq**", that is, my handle is "Duke", and I am a member of the "**99th Sq**" squadron (99th Bombing Squadron).

The most important thing is to talk to other pilots. They are the biggest source for flying tips and fighting tactics. It takes a bit of experience to be a good fighter pilot, and some of that can rub off on you if you talk to some of the more experienced players.

OTHER OPTIONS

In addition to the dozen or so fighters, 3 bombers and a jeep to choose from, other options are provided to alter characteristics of the game. There are options for turning the gun sights on or off, and for displaying visible tracers or not (tracers show where your bullets are going when you fire your guns). Also, if you have the sound data files, you ca turn on digitized engine and explosion sounds. If you have the ST-Replay Cartridge, this sound can be enhanced even further. Normally though, sound tends to slow down the display so it should be left turned off.

IN CLOSING ...

This game is one of the most competitive air comba simulations I have seen. Flying with and against othe people, not computers, is one of the strongest point going for it. Enhancements are always coming from Kemsai (for example, jeeps were just added this summer), and in less than a year since it started the have signed up hundreds of pilots. If you are interested in air combat at all, and are not afraid to spend the GEnie fee of $5 an hour, this game may be for you.

Happy flyin'!

T.Northrup 5118 / "Duke **99th Sq**"

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## Closing by the editor

It's been an interesting year for Atari computer users. Atari Corp has undergone many changes and we users have been left with little or no support. Software publishers are turning away from Atari in droves. What's a person to do? Support your user group. There you will find people with similar interests and problems. Together we can get the most out of our computers.

1989 will be the year in which we either get the support from Atari or are left with orphan machines. But, in any case your user group will be here to help and advise.

Happy new year !

# SUPER 3D PLOTTER II

By: R. Constan c 1985

## ★ ★ BEYOND BELIEF! ★ ★

If you have any interest in 3D computer animation and image design, get ready to watch your so-called "game machine" out-perform every 8-bit machine on the market today! SUPER 3D PLOTTER II is a complete 3D image design, display, and animation package for your Atari computer. Thanks to some new and very powerful "natural" algorithms developed by Elfin Magic, detailed hi-res images can be rotated and maneuvered at an amazing projection rate of 3 to 6 screens per second! This is the kind of animation that was considered impossible for an Atari. Believe it!! THIS PROGRAM ALLOWS MORE REAL TIME CONTROL THAN *ANY* CURRENTLY AVAILABLE 3D SYSTEM FOR ANY-8 BIT MACHINE. SUPER 3D PLOTTER II also contains two full-featured, memory-resident editors: Enter your images via numeric data, or right on the screen with a joystick! Here are just *some* of the truly amazing features of this package.

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—SOFTWARE WITH IMAGINATION—

# CIRCUIT DATABASE II

This is an enhanced version of the electronic circuit (SCHEMATIC) drawing program I presented in the Nov. 1984 issue of **ANALOG Computing**. This program allows easy design and editing of electronic circuits, and storage of up to 60 complete, labeled diagrams on a single side of a disk! This new version includes several added circuit symbols, plus a special "TEXT TO HI-RES" converter, which produces neat, *vertical* printouts on *any* dot-matrix graphics printer having a vertical printhead. The editor is so friendly, you can almost draw your circuits on screen faster than you could scribble them out with pencil and paper. And, it's written in plain, listable Atari BASIC, with full documentation on all machine language routines (USR calls), so you can use them in your own programs. CIRCUIT DATABASE II is a must for anyone concerned with the electronics field, from weekend hobbyist to professional. In fact, in today's world of fast-moving technology, it is almost unthinkable that you (or your children) will never be exposed to electronic circuits in some form. Now, you can be ready—and at a price you can't resist.

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# LONG ISLAND ATARI USER GROUP

## MEMBERSHIP APPLICATION

To apply for LIAUG membership fill out the following application and bring it to the next meeting, or mail it (including check or money order) to:

The Long Island ATARI users group
P.O. Box 835
Lindenhurst, N.Y. 11757

The current dues are $15.00 yearly, plus $5.00 additional to receive all mailings, including the newsletter). Make checks payable to "The LIAUG".

First name: ______________________________ Last name: ______________________________

Address: ______________________________________________________________

City: ______________________________ State: __________ Zip: ______________

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Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

Memory: __________ K Cassette: __________ Disk drives: ______________________________

Modem: __________ Interface: ______________________________ Printer: ______________

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What languages are you familiar with? ______________________________

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# Seasons Greetings



The LIAUG Lighthouse
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